

AMIGA CD32™

Commodore

D/GENERATION™

VIRTUAL REALITY MEETS ACTION ADVENTURE

Manual in English
Manuel en Français
Handbuch auf Deutsch
Manuale in Italiano



MINDSCAPE

AMIGA CD32™

Commodore



It's out of control...
And now it's IN CONTROL!

A secret project is out of control at a biotech research lab. The building is in total chaos, the security system blasting everything that moves. All the employees have been killed or trapped.

D/GENERATION HAS TAKEN OVER!

You must now battle this ominous force - an organism which uses virtual reality to actually become the chair you are sitting on, the floor you are walking on, even the room you are standing in! It's a race against time with ingenuity and determination your only weapons.

• Over 120 rooms • Full room cutaway perspective
• Bizarre organisms • Unique storyline • Humorous animation

Un labo hors de contrôle...
à vous de mettre fin au chaos !

Dans un laboratoire de recherche biotechnologique, les chercheurs ont perdu le contrôle d'un projet secret. Le bâtiment a sombré dans le chaos le plus total, le système de sécurité fait exploser tout ce qui bouge. Les employés qui n'ont pas péri dans ce cataclysme sont maintenant prisonniers du bâtiment.

LE REGNE DE LA D/GENERATION !

Vous devez maintenant combattre cette force maléfique : un organisme qui, grâce à la réalité virtuelle, est devenu la chaise sur laquelle vous êtes assis, le sol sur lequel vous marchez, et même la pièce dans laquelle vous vous trouvez ! Dans cette course contre la montre, vous n'avez pour toute arme que votre ingéniosité et votre détermination.

• Plus de 120 pièces à explorer • Vue en coupe de l'ensemble des pièces • Organismes étranges • Intrigue unique en son genre • Animation humoristique

ATTENTION

Chez certaines personnes ;
l'utilisation de ce jeu nécessite
des précautions d'emploi
particulières qui sont détaillées
dans la notice ci-jointe.

Es ist außer Kontrolle geraten ...
und hat jetzt die KONTROLLE ÜBERNOMMEN!

In einem biotechnischen Forschungslabor ist ein Geheimprojekt außer Kontrolle geraten. Im Gebäude herrscht völliges Chaos, das Sicherheitssystem vernichtet alles, was sich bewegt. Alle Angestellten wurden entweder getötet oder sitzen in der Falle.

D/Generation hat die Kontrolle übernommen!

Es ist an Ihnen, diese düstere Macht - ein Organismus, der virtuelle Realität verwendet, um sich in den Stuhl zu verwandeln, auf dem Sie sitzen, den Boden, über den Sie gehen, selbst den Raum, in dem Sie stehen - zu bekämpfen. Es ist ein Rennen gegen die Zeit. Ihre einzigen Waffen sind Einfallsreichtum und Entschlossenheit.

• Mehr als 120 Räume • Querschnittsansicht der Räume
• Bizarre Organismen • Einzigartige Handlung • Witzige Animationen

E' incontrollabile...
Ed ora HA ASSUNTO IL CONTROLLO!

Un progetto segreto, svolto in un laboratorio di ricerca biotecnologica, non può essere tenuto sotto controllo: l'edificio è immerso nel caos completo, il sistema di sicurezza fulmina tutto ciò che si muove, e tutti gli impiegati sono stati trucidati o intrappolati.

LA D/GENERATION HA PRESO IL CONTROLLO!

E' giunto il momento di affrontare questa forza terribile, un organismo che ha utilizzato la realtà virtuale per diventare, nel vero senso della parola, la sedia su cui stai sedendo, il pavimento su cui stai camminando, o la stanza in cui ti trovi ora! E' una corsa contro il tempo: le tue uniche armi sono l'ingenuità e la determinazione.

• Più di 120 stanze • Prospettiva in sezione completa delle stanze • Organismi bizzarri • Trama avvincente
• Animazione divertente



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MINDSCAPE

AMIGA CD³²

Commodore

TM

D/GENERATION

INSTRUCTION BOOKLET

Manual in English
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Manuale in Italiano



MINDSCAPE

D/GENERATION™

INSTRUCTION BOOKLET

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Introduction

Genoq Governing Board
Briefing Excerpts/Virtual Conference
26 June 2021 09:14
Originated in Paris
N. Eco speaking

..... We fear that the workers trapped in our Singapore lab have little chance of survival. Those of you familiar with the Neogen organisms produced in this lab would agree that any rescue attempt would be a suicide mission. The remaining survivors are beyond hope.

Prior to the outbreak, our recon satellites spotted an explosion near the top of the building. This is where Derrida, our head scientist, is creating the next Neogen prototype, the D/Generation.

The D/Generation represents an extremely advanced stage of artificial evolution. Equipped with sophisticated neuro-holographic camouflaging, it can disguise itself as anything. It also has a super-hardened dermal layer that acts like a sheet of armour, making it virtually indestructible.

We are now forced to accept the unthinkable, that the D/Generation is loose in the building. But this might only be the beginning. If it were to escape from the labs out into the real world, the D/Generation would threaten every person on this planet...

Getting started

Insert the D/Generation CD into the CD32 console as shown in the Commodore instruction manual, and switch the console on. After a few moments the opening sequence will run. Press any button on the game controller to begin the game.

Game Controls

Direction control - Moves the player around the screen.

Pause/Resume button - Pauses and resumes the game.

Top Left button - Calls up the options menu. Push the direction control left and right to highlight an item, and press the red button to action your choice. Push the Top Left button again to return to the game.

Top Right button - Shows your inventory. Push the direction control left and right to highlight an item, and press the red button to use it. Push the Top Right button again to return to the game.

Green button - Talks to another game character (another character must be nearby on screen).

Red button - Fires your laser (if you have one).

Blue button - Fires a grenade (if you have found any).

Yellow button - Shows your game statistics.

Your Objective

Alone with your jetpack, you have flown from Finland across the Urals and the entire length of Asia to deliver a package to Genoq Biolabs in Singapore. You land on the buildings 80th floor setback, finding nobody there to greet you. When you enter the building, the main door snaps shut behind you, and you narrowly escape being killed by the building's security system.

You find the receptionist hiding behind her desk; she tells you that Genoq's head scientist, Derrida, has been demanding the package you're carrying. His last panicked message came over an hour ago. This package is more important than you could have thought!

You realise that there is only one course of action, that you must take the package to Derrida, and, if at all possible, rescue any survivors you find along the way.

Game Strategies

You enter on the 80th floor, and work your way to Derrida's lab on the 90th floor.

Your first problem is to find a weapon, or you'll die fast! Look for a laser pulse-gun, a weapon that fires short, intense bursts of energy. It is intended as an offensive weapon, but you'll find other uses for it. You fire the laser by pressing the Red button on the game controller. Grenades, which you'll find later on, are far more destructive than the laser, they are designed to destroy very robust targets. You throw grenades by pressing the Blue button on the game controller.

Inventory

Press the Top Right button to bring up your inventory and see which, if any, of the following items you have:



Bomb - Blows up stuff



Clock - Slows down time for everything and everyone but you.



Shield - Protects you from everything. If a tracker hits you, the shield is destroyed but you don't die.



Plasma Barrier - Forms a Plasma Barrier that bounces off the walls. But stay out of its way!



Security Package - For Derrida's eyes only.

To use an available item, push the direction control left and right to highlight the item and then press the Red button.

Neogens

The Neogens are extremely dangerous, genetically engineered organisms. They have spread through the building using the ventilation system, and they are attacking anything human in sight. The four generations were designed over a period of years and have become increasingly sophisticated with each successive generation.

A/Generation - Bouncing red ball that smothers its target.
Cloaks itself by going transparent.

B/Generation - Bouncing blue cylinder that crushes target. Extremely fast.
Can hide in floor.

C/Generation - Humanoid that can disguise itself as anything, animate or inanimate.
Decapitates target.

D/Generation - Single prototype. Project classified.

Securing rooms

Rooms with Neogens or vents must be secured before you can rescue any trapped workers. To secure a room, you must kill every non-human organism and seal every vent. You seal a vent simply by running across it. When a room is secured, all vents will turn green, and the red security door will open.

Security System

The building security system includes:



Security Switch/Key - A white triangle with a smaller grey triangle in the centre.
Each of these opens special doors, and cannot be triggered until you are holding a

security key of sufficient level. The keys can be found in adjacent rooms, and can only be used on the floor where you find them.



Electrified Plate - Blinks on and off at intervals. These will instantly fry you if you step on them while they are active.



Tracker - Scans the room looking for a target, firing on anything human.



Plasma Barrier - Rebounds between walls. Will destroy anything on contact.



Teleporter - Moves anything instantly from one place to another.

Survivors

The workers who are trapped in the building might be able to help you out, and provide you with information that will help you discover who Derrida is and where you might find him.

You can only rescue a survivor when the room is secure. Once a survivor feels safe and sees you, he or she stands up, runs to you, and waits for your guidance. You must lead each survivor past any active security devices to a safe exit, marked by a red arrow.

Be careful when firing the laser - a stray bolt could easily kill an unprotected person.

Press the Green button while standing near survivors to see a dialogue menu. To select a question or statement from the menu, push the direction control up or down to highlight the item and then press the red button. You can modify some menu selections ending with "...." by pushing the direction control left and right to scroll through sentences.

Hint: Use computer terminals to get additional information.

Life and Death

You begin the game with five lives, and you lose one life anytime you are killed. Each time you save a survivor you gain one life. When you lose your last life, you start over from the beginning of the level with the same number of lives you had when you began that level.

At any point you can call up the options menu (press the Top Left button) and save your current game to the CD32 's RAM. You can also load a previously saved game from this menu.

TECHNICAL SUPPORT

Should you experience any technical problems with this game, such as it failing to operate, please contact our Technical Services Department.

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We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.



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